Interplay™

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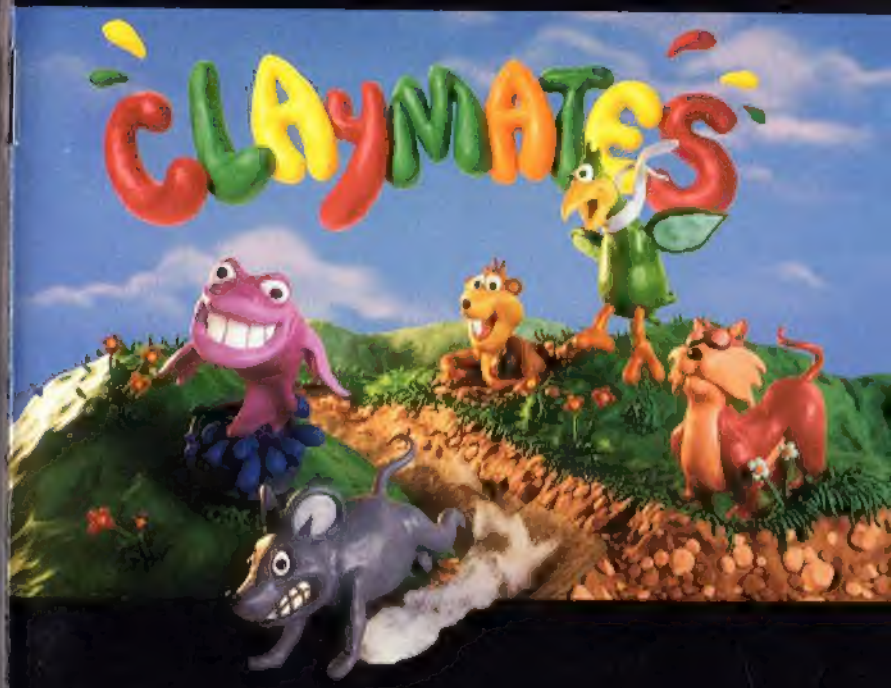

INSTRUCTION BOOKLET

Interplay™

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Nintendo

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Introduction

Claymates Story

Mudville USA, home to Professor Putty and his son Clayton, was for the most part a peaceful place. This afternoon however it was all about to change. It started out like any other day, Clayton going off to school, leaving his father at home with his experiments. Today, however, his father was on the verge of a fantastic breakthrough and Clayton could barely keep his mind on his lessons. As soon as the last bell rang, Clayton raced home hoping to get there in time to help his father with his work.

Half a world away another person eagerly awaited Professor Putty's breakthrough. Through the smoke of his magic cauldron the eyes of the wicked witch doctor, Jobo, looked down upon Mudville. Would this upstart professor be able to do what only he, the great Jobo, was able to do? To turn living creatures into clay! There was only one way to know for sure, to go there in person. With some incantations and a puff of brimstone he was on his way.

Clayton ran up the porch and into the house only to be knocked to the floor by an explosion coming from the basement. Startled and a little bit scared Clayton looked up to see his father smiling with success. It had worked! The claymorph serum worked! Suddenly there was a second explosion and in a cloud of smoke the witch doctor Jobo appeared. Claiming the powers over clay were his alone, Jobo demanded the serum and its formula.

Professor Putty was not going to let his breakthrough go without a fight, but he was powerless to stop the wicked Jobo. Seeing that he was not going to get his way Jobo seized the professor and turned the protesting Clayton into a ball of clay, escaping in another puff.

Now its up to Clayton to rescue his father, and the serum, which will turn him back into a little boy. He will face many dangers as he travels to the ends of the earth, and possibly beyond, if he is to finish his quest. To aid him in his quest, Clayton has the ability to transform into five different animals with the help of different pieces of clay he may find along the way. Each of the five animals has its own abilities and skills, and he will need them all as he runs, jumps, flies, swims, and climbs passed anything in his way.

Clay

Throughout Clayton's travels in the land of the Claymates™ he will find colored pieces of clay. Clay allows Clayton to transform into the different animal characters. When you have Clayton pick up a piece of colored clay he transforms into the animal of that color. For example, if Clayton picks up a gray piece of clay he becomes Oozy, picking up a purple piece of clay will transform him into Goopy, etc. If Clayton transforms from one clay animal to another, he will also get a wandering Orb.

Cast of Characters

Muckster™

Clayton transforms into Muckster when he gets a red piece of clay. Like most cats Muckster has razor sharp claws. They come in handy when Muckster needs to defend himself against enemies and cling to the sides of trees. Muckster can climb up and down the trees; getting to places others cannot. All of this makes Muckster a rather arrogant feline. He believes he is the best Claymate™.

Oozy™

By collecting a gray piece of clay, Clayton becomes Oozy the Mouse. Oozy is able to run faster than any of the other Claymates and defeats his enemies with his mighty roar. Once Oozy starts running, nothing can keep up with him. Thanks to a technique called Blaze Processing, it is possible for Oozy to accelerate to his amazingly high top speed. He will seem like a blur, screaming across your television.

One of Oozy's other attributes is his small size. He is also able to slip through many holes which the other Claymates, like Muckster, can only look through.

Goopy™

Clayton can transform into Goopy by picking up a purple piece of clay. Goopy can swim around the sea with ease, zipping by enemies who get in his way. He is also able to jump onto the shore whenever he wishes. Goopy is only able to stay on dry land only as long as he can hold his breath. If he cannot get back to the water in time, he will become the clay ball again. Goopy does not like anything getting in his way and will spit air bubbles at enemies to clear them out of his path.

Globmeister™

When Clayton finds a brown piece of Clay, he can become Globmeister the Gopher. Globmeister is able to burrow into the ground through loose dirt, getting into caverns none of the other Claymates can reach. The deeper the hole he needs to dig, the happier Globmeister becomes. While happy with digging holes throughout the world, Globmeister also collects acorns in his spare time. He can throw his collection of acorns at enemies trying to stop him from digging. there is nothing which makes Globmeister more unhappy, so he always makes sure that he has as many acorns as he needs.

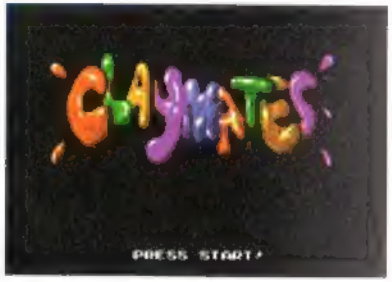
Doh - Doh™

By merging with a green piece of clay, Clayton can take on the form of Doh - Doh the Bird. Doh - Doh is able to fly into the air by flapping furiously with his wings. Although he is not very graceful, he can still fly over enemies and up into the sky to places none of the other Claymates can reach. He also needs a runway to get up enough speed to leap into the air. He can only get in the air by taking off like an airplane. There was not enough clay when Doh - Doh was made, so his wings are much smaller than they should be. Because of his small wings, Doh - Doh tires easily while flying and can only stay in the air for a short time. When Doh - Doh runs short of breath he will stop flapping his wings and fall to the ground. Because he is made of clay, he never gets hurt by any of these falls and is ready to jump back into the air right away.

Playing the Game

Starting the Game

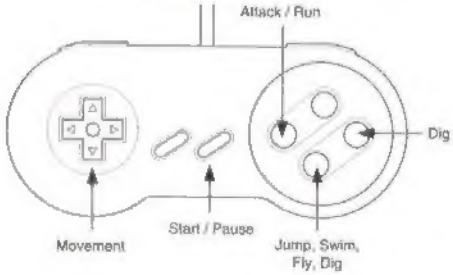
Begin by inserting the Claymates Game Pak into the Super Nintendo Entertainment System® and turning the POWER switch ON. The title screen of Claymates will appear. Press START to begin the game.



Controller Operation:

Start: Begins the Game.
Pauses the Game during play.
While also holding down the SELECT button will teleport Clayton out of a level that he has already completed.

Control Pad: Moves the Claymates around the game.
Moves Clayton around the map screen.



B Button: Causes all of the Claymates to Jump.
Goopy will flap his fins and swim.
Doh-Doh will flap his wings and fly.
Globmeister will use his claws to Dig when the control pad is also held down.
If pressed while a Claymate is running, it will make the Claymate Power Jump.
Holding down will speed up the Robots on the *Map Screen*.

A Button: Makes Globmeister Dig.

Y Button: Allows any of the Claymates to run when held down.
Allows any of the Claymates to attack.

Specific Character Actions

Muckster

ATTACKING

Muckster attacks enemies by swiping his paw at them.

JUMPING

He climbs trees by jumping towards them.

CLIMBING

Climbing up and down trees.

JUMPING OFF

Jumping off of a tree.

FALLING OFF

Falling off of a tree.

Oozy

ATTACKING

Oozy attacks by roaring at his enemies.

ACCELERATING

Speed Increasing.

Running at Full Speed.

FAST

Through Blaze Processing, Oozy can accelerate to break neck speeds.

ULTRA FAST

If there are zoomers along the passageway, Oozy can go even faster.

Goopy

SWIMMING

Goopy is able to swim by pressing the control pad in the direction you want him to go.

SWIM UPWARDS

To make him swim upwards you will have to repeatedly press the B button.

SPIT BUBBLES

Goopy can spit air bubbles at enemies.

JUMP

To have Goopy jump out of the water, he must be close to the surface.

Unlike most fish, Goopy is able to walk on land. He is able to get to the shore by jumping out of the water onto dry land.

Goopy is still a fish and can only stay on land for a short period of time before running out of air.

Globmeister

THROWING

Globmeister can hit oncoming enemies by throwing acorns.

DIGGING

Globmeister can dig through loose dirt. Press the B Button repeatedly while holding the control pad downwards, or just by pressing the A button.

Doh - Doh

RUNNING

Unlike any of the other Claymates, Doh-Doh is able to fly. To start Doh-Doh flying first you have to get him running.

LEAPING

As soon as Doh - Doh has reached his top speed have him leap into the air. Begin repeatedly pressing the B Button.

PECKING

When enemies get in Doh-Doh's way he can peck at them.

FLYING

To keep Doh-Doh up in the air. Repeatedly press the B Button.

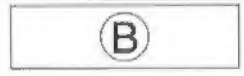
Doh - Doh gets tired quickly when he is flying and after a little while he will stop flapping his wings and fall out of the sky.

Clayton's Other Actions

In the world of the Claymates there are many objects which Clayton can jump on, move, or push. These things will let Clayton move to hidden areas in the levels, as well as allowing him to finish the level he is already in. Clayton can not afford to ignore any of these things or he will not survive to save his father.

Jumping Gelatin - This springy substance will push Clayton high into the air when he falls onto it.

JUMPING HIGH



Clayton can bounce even higher off the gelatin if you hold the B-Button down while he is jumping up and down.

MUTASIZERS

Mutasizers can produce many of the same special items as the Bonk Boxes. Squeeze Clayton down through the funnel by pressing the control pad downwards creating the special item .

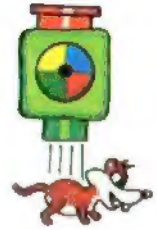
Plungers mark Clayton's progress through the level, and upon losing a life Clayton will return to this position rather than the beginning of the level. To push a plunger just jump on it.

Switches change things which are going on, such as turning off bursting pipes. Jumping on a switch will turn it off and on.

JUMPING DOWN

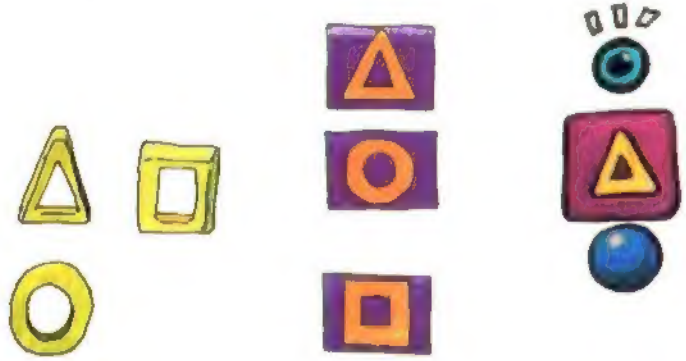
To make Clayton jump down to a lower branch from a higher one, just hold the control pad downwards and then press the jump button, B.

Monster generators create more monsters to go after Clayton. Just jump on top of a monster generator to turn it off.



Geo-Shapes

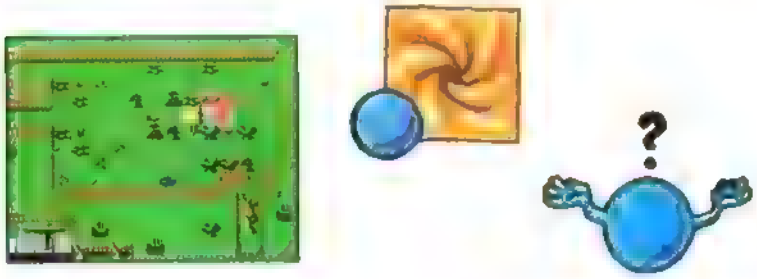
Jobo does not want to make Clayton's job any easier, so he has hidden many of the treasures located on Earth under lock and key. These special items have been put in Bonk Boxes which can be opened by Clayton only if he has a special type of key called a Geo Shape.



These Geo-shapes include the circle, the square, and the triangle.If Clayton is able to find any of these shapes, he can then open a Bonk Box which has the same shape shown on it. Just have Clayton jump towards the box and hit the bottom of it. Once the box is open, its special contents are revealed.

Map Screens

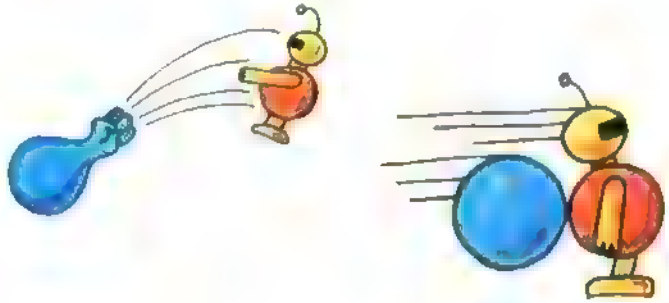
You can move Clayton around the Map Screen by pressing the control pad in the direction you want him to go. Pathways may be blocked by trees or rocks, so Clayton must go through the level in that area to get help. To enter a level, move Clayton onto a Whirlpool



When Clayton finishes a level, two robots will be released. They are there to clear things out of Clayton's way. But they're not as smart as you or Clayton, so you must move the carts and rocks in the area into and out of the way of the robots to steer them around the map. When a robot hits a tree, a rock, or a fence it will turn. By moving the rocks and carts you can have the robots turn when you want.

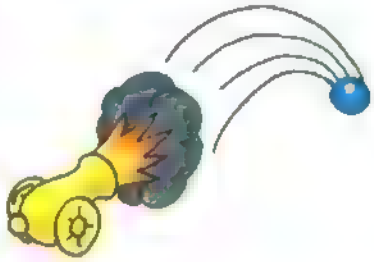
You will want to make the robots move towards the axes and bombs. When a robot moves onto one of these objects, it will pick it up and begin to flash. The robot still does not know how to get to the obstacle in Clayton's path, so you will have to steer it with the rocks and carts again. Once the flashing robot finds an obstacle, it will clear the blockade out of Clayton's path.

If any of the robots are stuck in a part of the map where they cannot help Clayton, he can send the robots back to their entry place by punching them using the Y button. Clayton can also get bored with the slow moving robots. So you can press and hold the B button down to make them move faster.



It is also possible for Clayton to go back to a level which he has already completed on the same continent. Also, Clayton can exit a previously completed level if you hold down SELECT and then press START.

Once Clayton has finished the last level on a continent, he will find a large cannon. Move Clayton onto the cannon, he will be immediately loaded and shot off into the sky. The cannon will blast Clayton to the next continent



Action Screens (Levels)

Once Clayton has entered a Whirlpool he will be moved into a level. The *Action Screen* will now appear. The action screen shows the following attributes:

Objects

While moving through a level Clayton will discover some of the following objects and more. He may need to use many of them to solve puzzles that he finds:

Going into a Teleporter from any direction will move Clayton to another point within the level. A point he may be unable to reach by any other means.

Small and Large Clouds - most clouds in the sky can be walked on, while the larger clouds will move on their own

Venus Clay Traps will try to eat Clayton alive

Zoomers will propel Oozy and the clay ball along at a rapid rate

There is also a large collection of spikes, nails, and other sharp objects which will hurt Clayton when he touches them accidentally

Moving Platforms also exist which allow Clayton to access places he cannot normally jump or climb

Piñatas are found throughout Earth and can be broken open by attacking them. They often contain crystals which Clayton can always use

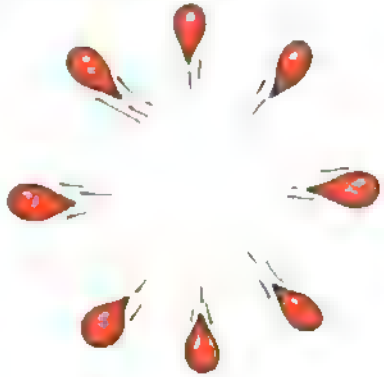
When Clayton picks up a Golden Star he will receive a free life

Windsocks can suddenly deflate letting Clayton fall towards the ground.

Bad Bricks may look like something for Clayton to walk right by, but watch out for a nasty surprise!

Losing a Clayton

When all of Clayton's lives have been lost the game is over. Any of the following actions will result in either the loss of a life while he is a clay ball. These actions will also return Clayton to the clay ball if Clayton has merged with another colored piece of clay, or the loss of the orb if Clayton has one.



★ Hitting any of the sharp objects in the game.

★ Touching or being shot by any of the enemies which are wandering, rolling, flying, swimming or bouncing throughout the levels.

★ Being eaten by a Venus Clay Trap or touching one of the various other obstacles on Earth such as Power Surges and Bursting Pipes.

★ Clayton will lose a life if he falls through the bottom of the screen.

★ Allowing the time to run out will also result in the loss of an entire Clayton even if he is in another form.

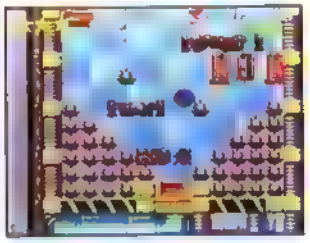
Crystals

Clayton will find two different kinds of Crystals in his travels, red and green. The larger green crystals are worth 5 of the smaller red ones. If Clayton can finish a level with 100 Crystals, he will go on to a Bonus Level. And for every 100 crystals after that he will also get an extra life. So, when the number of Crystals on the screen reaches 200, 300, or 400 an extra life will be added to the number of lives remaining.

The Different Bonus Levels

The Grid - This special level is entered by finishing a level with more then 100 crystals. If Clayton is able to bounce on all of the yellow squares as they light up, he will receive an extra life

Pachinko Balls - When Clayton has collected the four letters to the word CLAY, he will be transported to this bonus level. To move higher up on the screen in this special game, hold the B button down and press UP on the control pad at the same time



Using Clayton's Animal Forms

Some of Clayton's animal forms are more helpful in different situations than others. For example, Oozy is often the only Claymate who can enter very small openings. Doh Don can fly to areas that the other characters cannot even see. Goopy can swim quickly through the water while the clay ball only moves slowly.

Continuing the Game

As soon as Clayton has lost all of his lives the game is over and the Continue Game screen will appear. Using the control pad, you can move Clayton towards the words YES or NO. If you select NO, you will be returned to the title screen. Selecting YES will start the game at the beginning of the last level played.

Finishing Levels

Clayton's goal is to travel throughout the Earth and get to the final level. There he will be able to save himself and Professor Putty. It is possible for Clayton to travel quickly through a level but you may miss things that are hidden. Different paths through areas on Earth are not always easy but they may give Clayton a much needed extra life or special item.

Throughout the levels there are plungers which can save Clayton's progress within the area. If Clayton loses a life he will return to the plunger which marks his furthest progress in the level instead of being returned to the beginning of the level.

When Clayton finally does make it to the end of a level he will be reduced to the clay ball in order to release the robots. However, Clayton won't lose any of the Geo-shapes that he has found. If Clayton has picked up more than 100 crystals at this point he will be transported to the Grid Bonus Level.

where he can win an extra life. Whether he enters the bonus level or not, two robots will be released and it is Clayton's job to steer the robots around to destroy all the obstacles in his path.

Special Items Found on Earth

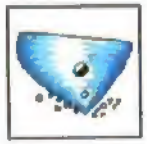
Eyes - The eye reveals hidden objects in the immediate vicinity of the Bonk Box.

Balloons - If Clayton jumps on the platform under the balloon before it floats away, he will be carried upwards into the sky.

Invincibility Potions - Clayton will be invincible for a limited period of time.

Hammer - When this hammer falls all of the enemies on the screen will be frozen, making it easier for you to elude or attack them.

Magnet - This special magnet will draw all the crystals around towards Clayton. Even ones you cannot see.



Twisters - Once Clayton unleashes these whirlwinds they will destroy everything in Clayton's path.

Dimension Doors - These special doors will lead Clayton to secret areas.

Enemies Found Throughout Earth

Bulldog - This tough pooch is fast and is always looking for dinner. It takes more than a couple of hits to get by him.

Maleable Ducks - These angry birds are always looking for someone to peck at.

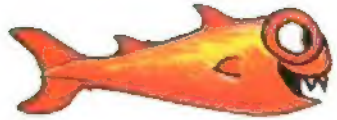
Prickly Snails - These guys are very slow and Clayton can jump over them. They are easy to beat since they are so slow but watch out for their shells!

Snapperheads - These bouncing balls of clay are found in many of the wetter areas on Earth. You can often avoid them due to their low intelligence.

Clay Nosed Sharks - As if it wasn't hard enough for Clayton to get through the watery areas of Earth, these sharks want to make it even harder. It is going to be very difficult for you to find a safe way past these huge, clay eating predators, so look around for help.

Sumo Wrestlers - The sumo wrestlers are always looking for someone to squish, and before you know it, it could be you. So watch out for their jumping attack.

Spitting Claymeleons - These cousins of the Claymodo Dragon have a nasty surprise. They can breathe fire at Clayton. Hit them or run away from them as quickly as you can.



Mudskippers - The seas of Earth are full of these fish. While not that difficult to hit, Clayton can not just ignore them in his travels or they might get him.

Claymodo Dragons - These reptiles are able to run on two feet and do it quite well. They will run Clayton down if you are not careful.

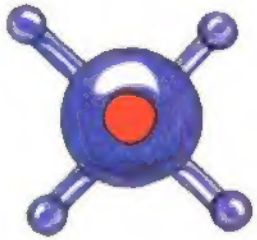
Samurai - These Japanese warriors try their hardest to keep Clayton from passing through their levels. They are able to move very fast. Watch out for the long reach of their katanas.

Evil Clouds - Unlike the friendly clouds which help Clayton in his travels through Earth, these clouds try to zap Clayton with bolts of lightning.

Bees - These are just normal bees but they still pack a nasty sting. Try not to hit their bee hives or you will anger even more of these pesky insects.

Weasels - These long haired rodents, often named Bill, run at Clayton as quickly as they can. You will have to do something fast or they will hurt Clayton before you know it.

Homing Mines - While Clayton is swimming through the waters of Earth, these Mines move towards him; attempting him harm. Clayton cannot hurt the mines but you can move him around them. Remember that Clayton moves much faster than they do, so try to draw them away from the direction you need to go.



Bosses on Earth

Webigail

Ben

Corky The Clam

Jobo

Credits

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THANK YOU FOR PLAYING CLAYMATES!

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the Game Pak should fail after the original 90-day warranty period has expired, you may return the Game Pak to Interplay at the address noted below with a check or money order for $15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Pak (including the original product label) in protective packaging accompanied by: (1) a $15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Game Paks are not available the defective Pak will be returned and the $15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Pak can only be warranted for a period of one year from date of purchase.*

If you have a problem with your Game Pak, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and $15.00 to:

WARRANTY REPLACEMENTS
Interplay 17922 Fitch Ave., Irvine, CA 92714

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

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